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Mild Violence

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PRINTED IN USA

GAME BOY ADVANCE

AGB-ATWE-USA

TETRIS® WORLDS™

INSTRUCTION BOOKLET

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GBA LINK CABLE

THIS GAME PAK INCLUDES A MULTI-PLAYER MODE WHICH REQUIRES A GAME BOY® ADVANCE GAME LINK® CABLE.

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NOTE: To play multi-player Tetris, each player needs a copy of Tetris Worlds™. See page 22 for details.

THIS GAME PAK WILL WORK ONLY WITH THE GAME BOY® ADVANCE VIDEO GAME SYSTEM.

CONTENTS

TETRIS® WORLDS™

Tetris Glossary 2
Getting Started 5
Controls 6
Main Menu 7
Options 8
Playing a Game 9
- Game Style 9
- Select Game Menu 9
- The Game Screen 10
- Pausing the Game 12

Game Modes 13
- Tetris 13
- Sticky Tetris 15
- Fusion Tetris 16
- Hot-Line 17
- Square Tetris 18
- Cascade Tetris 20

VS. Tetris 22
Credits 23
Limited Warranty 26

TETRIS GLOSSARY

The classic game of Tetris has inherited several terms throughout the years. To help you become better acquainted to the world of Tetris, some of the terms are listed below.

Matrix The game board or grid where all the pieces move around.

Tetrion The device that contains the Matrix.

Tetriminos The seven shapes formed by the joining of four blocks.

Block A quarter of a Tetrimino, it takes four Blocks to create a Tetrimino.

Minos Your mascot character throughout the game.

Hard Drop The Tetrimino drops immediately to the bottom.

Soft Drop The Tetrimino drops faster than normal, but slower than a Hard Drop.

Tetris The action of clearing four lines at once.

Garbage Any Blocks in the Matrix at the beginning of a game. Garbage can be added to the bottom of the Matrix of a multi-player game.

Multiminos Tetriminos that contain blocks of more than one color.

Sticky Blocks Blocks that glue together when next to the same color.

Polyminos Shapes formed by the joining together of Sticky Blocks.

Critical Mass An event when a Polymino contains 25 or more Sticky Blocks.

Lock Down The moment at which the Tetrimino can no longer be moved.

Gravity The condition where blocks can fall after Lock Down.

Cascades Multiple Line Clears caused by Gravity.

Line Clear ____ The event when 10 Blocks are aligned together in a row.

T-Spin _____ The action of rotating the "T" Tetrimino into a tight space.

Hot-Line _____ A specially marked row of cells in the Matrix.

Fusion _____ When one or more Atom Blocks connect to and become Fusion Blocks.

Pure Square ___ A 4 x 4 square formed by joining four identical Tetriminos.

Combo Square ___ A 4 x 4 square formed by joining two or more different Tetriminos.

Avalanche _____ The event when Tetriminos turn into Blocks and collapse.

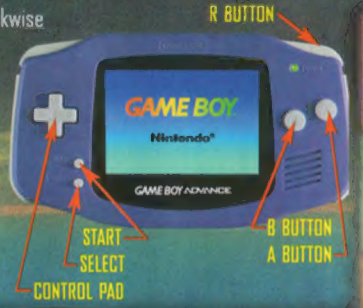
Hold Piece _____ A Tetrimino that can be used once every turn.

GETTING STARTED

1. Turn OFF the power switch on your Nintendo® Game Boy® Advance. Never insert or remove a Game Pak when the power is on.
2. Insert the Game Pak of Tetris Worlds™ into the slot on the Game Boy® Advance. To lock the Game Pak in place, press firmly.
3. Turn ON the POWER switch. The credit screens will appear (if you don't see them, begin again at step 1).
4. When the title screen appears, press START to proceed to the Main Menu.

CONTROLS

Button Command	Action
A Button	Rotate clockwise
B Button	Rotate counter-clockwise
Control Pad UP	Hard drop
Control Pad DOWN	Soft drop
Control Pad LEFT	Move piece left
Control Pad RIGHT	Move piece right
R Button	Hold piece
START	Pause game



MAIN MENU

Use the Control Pad to highlight an option, then press the A Button to confirm.

Marathon — Play a game of Tetris until the Tetriminos reach the top and the game is over.

Ultra — Complete specific objectives within a limited amount of time.

Skill Level — Use the Control Pad LEFT/RIGHT to select a difficulty from Easy (1) to Hard (15).

Options — Customize Tetris Worlds™. See the next section for more information.

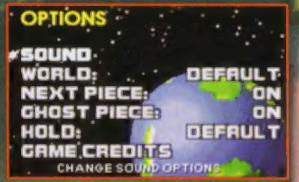
VS. Tetris — Two players can compete against each other by using the Game Boy® Advance Game Link® cable! See page 22.

OPTIONS

Sound _ Adjust the sound options in the game. Select a song, increase/decrease volume for music or sound effects, and turn music or sound effects ON or OFF.

World _____ Select a world to begin gameplay or select Default to allow the game to choose for you.

Next Piece___ Choose ON to view the next three available Tetriminos. Select OFF to not see any of the upcoming pieces, making the game more difficult.



Ghost Piece___ Select ON or OFF. When ON, an outline of the current Tetrimino will appear on the bottom of the screen, helping you see where to drop it.

Hold_____ When ON, you can press the R Button to move the current Tetrimino to the side. When you want to use the piece, press the R Button to bring it back to the game screen. Select OFF to disable this option. Select Default to allow the game to choose for you.

PLAYING A GAME

Game Style

Choose either MARATHON or ULTRA from the Main Menu to begin a new game.

- **Marathon** – Play until you lose. You lose when the Tetriminos reach the top!
- **Ultra** – Try and beat your best time while limited to 2 minutes per round.

Select Game Menu

Now select a game mode to begin play. See GAME MODES on pages 13 – 21 for descriptions of each game available in Tetris Worlds™.

The Game Screen

Aside from showing the Tetrion (the game board where the Tetriminos move around in) the game screen also displays important information about the current game.

Tetrimino — A Tetrimino is the current game piece you are able to control before it rests on the bottom of the Matrix.

Goal — The number of lines that need to be cleared in order to Level Up.

Level — The current Level that the player is playing at.

Level Time — **(Ultra)** The remaining time left in order to achieve the Goal.

Total Time — **(Marathon)** The total time that the player has been playing that level.

Next Piece — Turn ON the NEXT PIECE option in the Options Menu to view the next three pieces before they enter play, shown beneath the score. This will help you plan your strategy.

Hold Piece — With the HOLD option turned ON, you can remove a Tetrimino from the game screen and save it until you need it. Press the R Button to send the desired piece to the hold position, left of the game screen. When you want to use the Tetrimino, press the R Button again. The current Tetrimino will become the hold piece, and the saved Tetrimino will return to the game screen.

Minos — Occasionally, your mino will appear to show you how it feels about your game decisions.

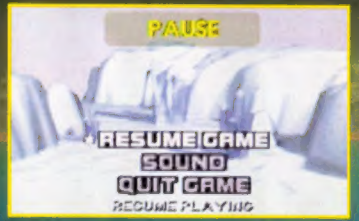
Pausing the Game

Press START at any time to pause the game and view the following options:

Resume Game ___ Press the A Button to return to the current game.

Options _____ Change the game options. See OPTIONS MENU on page 8 for more information.

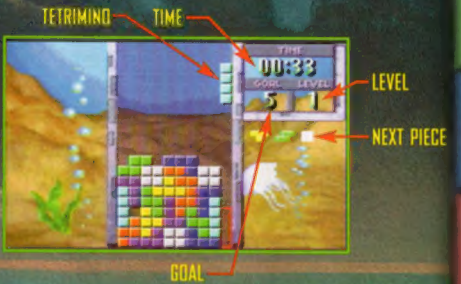
Quit Game _____ Quit the game and return to the Main Menu.



GAME MODES

Tetris

The player manipulates falling Tetriminos to form horizontal rows of Blocks, which are then cleared from the Matrix. For every line cleared, the player's Goal will go down by one. Clearing multiple lines earns bonuses toward the Goal. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The line clear bonuses are:

Double	+1
Triple	+2
Tetris	+4
Back-to-Back Tetris	+8
T-Spin +1; Clearing 1 line +3; Clearing 2 lines	+7

There are fifteen levels in Tetris. The player's Goal is to clear 5 x's the Level in lines.

Example:

Level 1	Clear 5 lines
Level 2	Clear 10 lines
Level 3	Clear 15 lines
↓	
Level 15	Clear 75 lines

Sticky Tetris

In Sticky Tetris the player must dig through Garbage using Multiminos to clear the bottom row of Blocks. Blocks of different colors will fall when a piece is Locked Down or a line is cleared. However, if some part of the Multimino comes to rest next to a Block of the same color, they will Stick together forming a Polymino. If there are 25 blocks in the Polymino, it will become Critical Mass and will clear from the Matrix.

When no more Multiminos can fit into the Matrix the player Tops Out and the game ends.

There are 15 Levels in Sticky Tetris. For each Level, there will be that many rows of Garbage in the Matrix.

Fusion Tetris

In Fusion Tetris the player needs to connect the falling blocks, called Atom Blocks, to the Fusion Block that is buried beneath the Garbage. Clearing a line containing an Atom Block enables Gravity for the Blocks above the Line Clear. Atom Blocks involved in a Line Clear will not clear. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.

There are 15 Levels in Fusion Tetris. For each level, there will be that many rows of Garbage in the Matrix. The player's Goal is to connect 2 x's the Level of Atom Blocks to the Fusion Block.

Example:

Level 1 _____ Connect 2 Atom Blocks to the Fusion Block
Level 2 _____ Connect 4 Atom Blocks to the Fusion Block
Level 3 _____ Connect 6 Atom Blocks to the Fusion Block

↓

Level 15 _____ Connect 30 Atom Blocks to the Fusion Block

Hot-Line

In Hot-Line the player will use Tetriminos and Multiminos to clear lines on any of the six apparent lines in the Matrix. These lines are called Hot-Lines. The higher the line, the more of a bonus that will be awarded to the player. If you clear a line that is not on a Hot-Line, you will not receive anything towards the Goal. When no more Tetriminos can fit into the Matrix the player Tops Out.

There are 15 Levels in Hot-Line. The player's Goal is to clear 5 x's the Level in Hot-Lines.

Example:

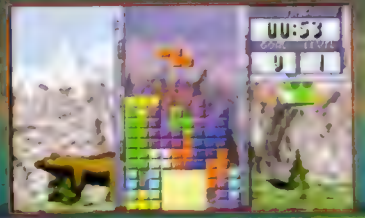
Level 1 _____ Clear 5 Hot-Lines
Level 2 _____ Clear 10 Hot-Lines
Level 3 _____ Clear 15 Hot-Lines

↓

Level 15 _____ Clear 75 Hot-Lines

Square Tetris

The rules for Square Tetris are the same as Tetris. Clear lines to reach your Goal. In addition, the player can create Pure and Combo Squares out of the falling Tetriminos. Lines cleared that contain a piece of the 4x4 square earn big bonuses. Also, a T-spin coupled with a line clear will cause certain blocks in the Matrix to Avalanche. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The line clear bonuses are:

Double	+1
Triple	+2
Tetris	+4
T-Spin +1: Clearing 1 line +3: Clearing 2 lines	+7
Pure Square	+40
Combo Square	+20

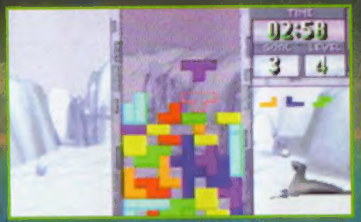
There are 15 Levels in Square Tetris. The player's Goal is to clear 10 x's the Level in lines.

Formula

Level 1	Clear 10 lines
Level 2	Clear 20 lines
Level 3	Clear 30 lines
↓	
Level 15	Clear 150 lines

Cascade Tetris

The objective of Cascade Tetris is the same as Tetris, clear lines to reach your Goal. However, since there is Gravity in Cascade Tetris, clearing a line causes the individual Blocks of left over Tetriminos to fall into the cells below. When these falling Blocks cause another line to clear, a Cascade is achieved. The more Cascades a player can cause with one Tetrimino, the bigger the bonus will be. When no more Tetriminos can fit into the Matrix the player Tops Out and the game ends.



The Line Clear bonuses are:

Double	+1
Triple	+2
Tetris	+3

The Cascade bonus is x's 2.

There are 15 Levels in Cascade Tetris. The Player's Goal is to clear 5 x's the Level in lines.

Example:

Level 1	Clear 5 lines
Level 2	Clear 10 lines
Level 3	Clear 15 lines
↓	
Level 15	Clear 75 lines

VS. TETRIS

Two players can compete head to head using the Game Link® cable. In order to play Tetris against another player, you will each need a Game Boy® Advance system and each need a copy of Tetris Worlds™. One Game Link® cable connects two systems.

VS. Tetris Setup

The player that selects LINK GAME from the Main Menu will be in control and will be the only player able to start the game.

Note: See GAME MODES on page 13 for a description of Tetris.

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